

CLAIMS AMENDMENTS

1 – 20 (Canceled)

B1 21 (Previously Amended) A gaming device configured to allow a player to play a primary game and a countdown game, said countdown game comprising:

(a) a countdown indicator comprising a plurality of stop positions all of which are visible and configured such that a single stop position may be visually indicated, said countdown indicator changeable from one indicated stop position to another indicated stop position upon an occurrence of a game event generated by said primary game;

(b) a prize value indicator comprising a plurality of values configured such that a single value may be visually indicated, said prize value indicator changeable from one indicated value to another indicated value upon occurrence of said game event, said indicated prize value to be added into an accumulated prize value;

(c) a countdown indicator adjuster configured to be able to change said countdown indicator from one indicated stop position to another indicated stop position upon occurrence of said game event; and

Cont (d) a display configured to indicate said accumulated prize value,
said accumulated prize value awarded to said player when a winning stop position is
indicated by said countdown indicator at a final position.

B1 22 (Previously Amended) The gaming device of claim 21, wherein each of said plurality
of stop positions is identified either as a winning stop position or a non-winning stop
position.

23 (Original) The gaming device of claim 21, wherein said plurality of stop positions
further comprises an initial position, said countdown indicator further configured to reset
to said initial position when said primary game generates a non-triggering game event.

24 (Original) The gaming device of claim 21, wherein said countdown indicator is
further configured to adjust a predetermined number of stop positions when said primary
game generates a triggering game event.

25 (Previously Amended) The gaming device of claim 21, wherein said plurality of stop
positions further comprise an initial stop position, a final stop position, and where all stop
positions form a fixed sequence of stop positions from said initial stop position to said
final stop position, and where said final stop position is a winning stop position.

26 (Canceled)

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27 (Previously Amended) The gaming device of claim 21, wherein said prize value indicator changeable from one indicated value to another indicated value upon occurrence of said game event further comprises initiating said changing of indicated values when said game event occurs, and where said another indicated value is based on a random event.

28 (Previously Amended) The gaming device of claim 21, wherein said prize value indicator changeable from one indicated value to another indicated value upon occurrence of said game event further comprises initiating said changing of indicated values when said game event occurs, and where said another indicated value is based on a result as drawn from a finite pool of outcomes.

29 - 30 (Canceled)

31 (Previously Amended) The gaming device of claim 21, wherein said countdown indicator adjuster configured to be able to change said countdown indicator from one indicated stop position to another indicated stop position upon occurrence of said game event further comprises initiating said changing of indicated stop positions when said game event occurs, and where said another indicated stop position is a stop position selected based on a random event.

32 (Previously Amended) The gaming device of claim 21, wherein said countdown indicator adjuster configured to be able to change said countdown indicator from one indicated stop position to another indicated stop position upon occurrence of said game event further comprises initiating said changing of indicated stop positions when said game event occurs, and where said another indicated stop position is a stop position selected based on a predetermined result as drawn from a finite pool of outcomes.

33 (Canceled)

34(Previously Amended) The gaming device of claim 21, wherein said countdown game is configured to determine the stop position of said countdown indicator only after said countdown indicator adjuster has adjusted said countdown indicator.

35 (Previously Amended) The gaming device of claim 21, wherein said countdown indicator comprises a first wheel, said prize value indicator comprises a second wheel, and said countdown indicator adjuster comprises a third wheel.

36 (Original) The gaming device of claim 35, wherein said countdown game further comprises a payline indicator across each of said first, second and third wheels.

37 (Original) The gaming device of claim 35, wherein said first, second and third wheel comprise concentric wheels.

38 – 51 (Canceled)

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52-54 (Withdrawn)

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55 - 57 (Canceled)

58-59 (Withdrawn)

60 (Previously Amended) A method of playing a gaming device having a primary game and a countdown game, the countdown game having a countdown indicator comprising a plurality of stop positions all of which are visible and including at least one winning stop position and at least one non-winning stop position, said method comprising:

adjusting said countdown indicator a predetermined number of stop position when a triggering event occurs on the primary game;

indicating a prize value from a plurality of prize values;

aggregating said indicated prize value into an aggregated prize value;

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indicating a stop adjustment from a plurality of stop adjustments, said stop adjustment
indicating a number of stop positions to adjust said countdown indicator;

adjusting said countdown indicator according to said indicated stop adjustment;

determining a “final” stop position of said countdown indicator; and

awarding said aggregated prize value when said “final” stop position of said countdown
indicator is a “winning” stop position.

61 (Original) The method of claim 60, wherein said countdown indicator further
comprises an “initial” stop position.

62 (Original) The method of claim 61, further comprising resetting said countdown
indicator to said “initial” stop position and said accumulated prize value to zero after
awarding said accumulated prize value.

63 (Original) The method of claim 61, further comprising resetting said countdown
indicator to said “initial” stop position and said accumulated prize value to zero when a
non-triggering event occurs on the primary game.

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64 (Original) The method of claim 61, further comprising resetting said countdown indicator to said "initial" stop position and said accumulated prize value to zero when said indicated stop adjustment is a reset stop adjustment.

65 (Original) The method of claim 60, further comprising indicating said accumulated prize value via a prize display.

66 (Previously Amended) A gaming device configured to allow a player to play a primary game and a secondary game, said secondary game comprising:

a first, a second, and a third concentrically mounted wheel, each wheel having a plurality of stop positions located at an approximately equal distance from a center axis such that each wheel's stop locations are visible to a player and are visually distinct from each other wheel's stop locations, and where said secondary game further comprises at least one indicator configured to visually indicating a stop position on each of said wheels;

where said first wheel is a countdown wheel and is rotatable such that said indicator may visually indicate a next stop position after rotating upon an occurrence of a game event generated by said primary game, and where each of said plurality of stop positions is identified either as a winning stop position or a non-winning stop position;

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where said second wheel is a prize value wheel and is rotatable such that said indicator may visually indicate a next stop position after rotating upon said occurrence of said game event generated by said primary game, and where each of said stop locations further comprises a prize value, and where said prize value is added to an accumulated prize value in accordance with said prize value of said next stop position;

where said third wheel a countdown adjuster wheel and is rotatable such that said indicator may visually indicate a next stop position after rotating upon said occurrence of said game event generated by said primary game, and where each of said stop locations further comprises one of a number of stop positions to rotate said first wheel, or, a number of stops positions and a direction to move said first wheel; and

an accumulated prize value display configured to indicate said accumulated prize value, said accumulated prize value awarded to a player when said countdown indicator stops on a winning stop position.

67 (Previously Amended) The gaming device of claim 66, wherein said plurality of stop positions on said countdown wheel further comprises an initial position, said countdown wheel further configured to reset to said initial position when said primary game generates a non-triggering game event.

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68 (Previously Amended) The gaming device of claim 66, wherein said countdown wheel is further configured to rotate a predetermined number of stop positions when said primary game generates a triggering game event.

69 – 72 (Canceled)

73 (Previously Amended) The gaming device of claim 66, wherein said secondary game's stop position indicator further comprises a single payline indicator across said countdown wheel, prize value wheel, and countdown adjuster wheel.

74 (Canceled)

75-86 (Withdrawn)
